yuzu Git (2022/10/18)

2022-10-18

yuzu Git (2022/10/18) is compiled. **yuzu** is a work-in-progress Nintendo Switch emulator. yuzu is an open-source project, licensed under the GPLv2 (or any later version). yuzu has been designed with portability in mind, with builds available for Windows, Linux, and macOS. The project was started in spring of 2017 by bunnei, one of the original authors of the popular Citra 3DS emulator, to experiment with and research the Nintendo Switch. Due to the similarities between Switch and 3DS, yuzu was developed as a fork of Citra. This means that it uses the same project architecture, and both emulators benefit from sharead improvements. During the early months of development, work was done in private, and progress was slow. However, as Switch reverse-engineering and homebrew development became popular, work on yuzu began to take off as well.

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*POST by **Jei** at 22:06* 0 Comments

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Ryujinx Git (2022/10/18)

2022-10-18

Ryujinx Git (2022/10/18) is compiled. **Ryujinx** is an open source Nintendo Switch Emulator written in C# created by gdkchan. This emulator aims at providing good performance and accuracy, a friendly interface, and consistent builds. Ryujinx is currently available for Windows, Linux, and macOS.

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*POST by **Jei** at 22:06* 0 Comments

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rpcs3 Git (2022/10/18)

2022-10-18

rpcs3 Git (2022/10/18) is compiled. **RPCS3** is an open-source Sony PlayStation 3 emulator and debugger written in C++ for Windows and Linux. The emulator has been in development since early 2011 and currently supports modern DirectX 12, Vulkan and

2022-10-18

PCSX2 Git (2022/10/18) is compiled. PCSX2 is a free and open-source PlayStation 2 (PS2) emulator. Its purpose is to emulate the PS2's hardware, using a combination of MIPS CPU Interpreters, Recompilers and a Virtual Machine which manages hardware states and PS2 system memory. This allows you to play PS2 games on your PC, with many additional features and benefits.

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*POST by **Jei** at 22:05* 0 Comments

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Vita3K Git (2022/10/18)

2022-10-18

Vita3K Git (2022/10/18) is compiled. Vita3K is an experimental PlayStation Vita emulator for Windows, Linux and macOS. The emulator currently runs a few homebrew programs in .vpk format. No commercial games are playable.

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*POST by **Jei** at 22:04* 0 Comments

Read More | Tags: Console, Dev_Build, PSV, Vita3K

melonDS Git (2022/10/18)

2022-10-18

melonDS Git (2022/10/18) is compiled. **melonDS** is an open source Nintendo DS(NDS) emulator. melonDS is part of a second wave of DS emulators. There are a few other emulator projects that are part of it, which you might have already heard of. Either way, check them out!

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*POST by **Jei** at 22:03* 0 Comments

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Play! Git (2022/10/18)

2022-10-18

Play! Git (2022/10/18) is compiled. **Play!** is an attempt at creating an **emulator** for the **PlayStation 2** (PS2) console on the Windows platform. It is currently written in C/C++. It uses an instruction caching/recompilation scheme to achieve better performance while emulating the CPU.

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*POST by **Jei** at 22:01* 0 Comments

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Xenia Git (2022/10/18)

2022-10-18

Xenia Git (2022/10/18) is compiled. **Xenia** is an experimental emulator for the **Xbox 360**. It does not run games (yet).

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*POST by **Jei** at 22:00* 0 Comments

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SkyEmu Git (2022/10/18)

2022-10-18

SkyEmu Git (2022/10/18) is released. SkyEmu is a low level GameBoy, GameBoy Color and Game Boy Advance emulator. Its primary focus is to provide a good user experience through a good mixture of tradeoffs of accuracy, performance, features and usability.

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*POST by **Jei** at 21:59* 0 Comments

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PPSSPP Git (2022/10/18)

2022-10-18

PPSSPP Git (2022/10/18) is compiled. **PPSSPP** is a fast and portable **PSP emulator** for Android, Windows, Mac, and Linux, written in C++.

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*POST by **Jei** at 21:58* 0 Comments

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mGBA Git (2022/10/18)

2022-10-18

mGBA Git (2022/10/18) is compiled. **mGBA** is a new **emulator** for running **Game Boy Advance** games. It aims to be faster and more accurate than many existing **Game Boy Advance emulators**, as well as adding features that other **emulators** lack.

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*POST by **Jei** at 21:58* 0 Comments

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Jpcsp Git (2022/10/18)

2022-10-18

Jpcsp Git (2022/10/18) is compiled. **JPCSP** is a **PlayStation Portable(PSP) emulator**, allowing you to play your **PSP** games on a PC. Even though **Jpcsp** is written in Java, it can already reach 100% **PSP** speed on a lot of commercial games... and the emulator performance is constantly increasing. **Jpcsp** takes full advantage of dual-core processors, matching the **PSP** dual-core architecture. Even a quad-core can give a small performance improvement by leaving free CPU cores for the Java JIT Compiler and the graphics cache.

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*POST by **Jei** at 21:56* 0 Comments

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FB Neo Git (2022/10/18)

2022-10-18

FB Neo Git (2022/10/18) is compiled. FinalBurn Neo is an Emulator for Arcade Games & Select Consoles. It is based on the emulators FinalBurn and old versions of MAME.

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*POST by **Jei** at 21:56* 0 Comments

Read More | Tags: Arcade, Dev_Build, FBNeo

Flycast Git (2022/10/18)

2022-10-18

Flycast Git (2022/10/18) is compiled. Flycast is a multi-platform Sega Dreamcast, Naomi and Atomiswave emulator derived from reicast.

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*POST by **Jei** at 21:55* 0 Comments

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Dolphin Git 5.0-17622

2022-10-18

Dolphin Git 5.0-17622 is compiled. This is the trunk of Dolphin Project. **Dolphin** is the first Gamecube **emulator** able to run commercial games! **Dolphin** is a Gamecube, Wii and Triforce (the arcade machine based on the Gamecube) emulator which supports many extra features and abilities not present on the original consoles. It has a partial **Wii** support and plays most Gamecube games.

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*POST by **Jei** at 21:54* 0 Comments

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Ares Git (2022/10/18)

2022-10-18

Ares Git (2022/10/18) is compiled. ares is a multi-system emulator that began development on October 14th, 2004. It is a descendent of higan and bsnes, and focuses on accuracy and preservation.

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*POST by **Jei** at 21:53* 0 Comments

Read More | Tags: ares, Console, Dev_Build, FC, GB, MD, SNES

Page 1 of 4452 1 2 3 4 5 6 7 ... 4452 Next

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- Oct 15 (15)
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- Oct 13 (16)
- Oct 12 (16)
- Oct 11 (21)
- Oct 10 (23)
- Oct 09 (15)
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- GameboyAdvance
- SNES
- NES
- Nintendo DS
- Nintendo 3DS
- Nintendo Wii
- Nintendo Wii U
- Nintendo Switch

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- Microsoft XBox
- Microsoft XBox 360

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- Sega Dreamcast
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